

Oly

PROJECT 91007

24 Jan 91 ✓

22 JAN 91

TASK:

- \* Describe area activities.
- \* Describe the purpose of the area depicted in the target photograph.
- \* Provide sketches of the area.

TARGET DESIGNATOR: PT91007

NOTE: Sealed target photograph is designated as above.

NOT IN  
FIRST RPT. OF  
23 JAN 91

ON 91007

DIS-1024-SL

WORKING PAPER

Project: 91007  
Date: 910124  
Time: 1011-1117  
Viewer: 018  
Session: 01  
Monitor: R

SUMMARY OF INFORMATION:

- TASKING: a. "Describe activities at the target site."  
b. "Describe the purpose of the target site."  
c. "Provide a sketch of the target."

RESULTS:

1. ACTIVITIES AT THE TARGET SITE: There are two dark-skinned males sitting in a back room at the target structure, playing a board game while they anxiously await something to happen. However, they have a sense of dread about it. The dread stems from the fact that they are in a situation they do not completely trust. They do not know whether the wall separating them from the rest of the structure will hold up, and believe that if it does not, they will be killed. They are very aware of the objects in the adjacent room (see item 3, below).

2. PURPOSE OF THE SITE: The site appears to be a shallowly buried missile launch facility (see item 3, below).

3. INFORMATION CONCERNING THE ENCLOSED SKETCHES:

Sketch 1: SIDE VIEW OF STRUCTURE: The site appears to be a 1-story cinderblock structure with a sloping front. The structure is approximately 12' high, and 60-65' front-to-back. Width of structure not determined. The top of the structure is at ground level, and may be covered with a shallow bit of earth, making it blend in with the surrounding terrain. The ground in front of the structure is very hard, and slopes down to the structure, to look like a natural indentation in the earth. Objects inside are sloped upward toward the front of the structure (see Sketch 3, below).

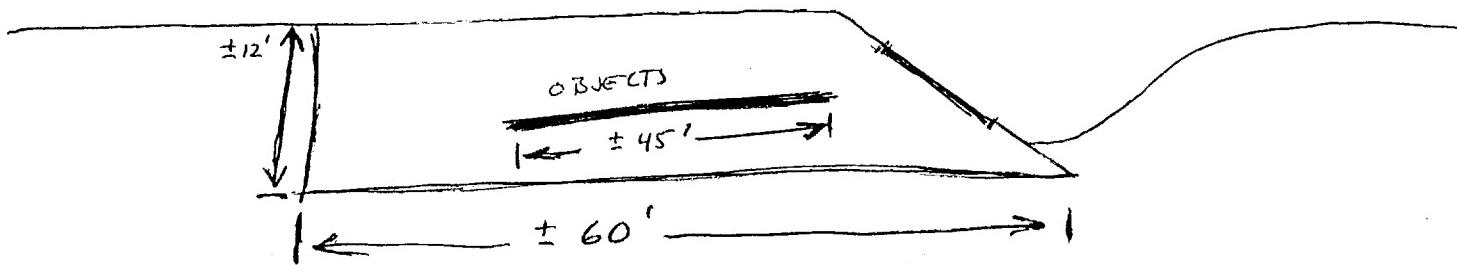
Sketch 2: FRONT VIEW OF STRUCTURE: The front of the structure is of cinderblock, with a "door" or "opening" fixed into it. This "opening" is permanent (will not open), but extremely thin. It appears to be of thin, hard plastic which has been painted with sand-textured paint. This "opening" is translucent enough to provide a soft light to the inside of the structure.

Sketch 3: TOP VIEW OF INSIDE OF STRUCTURE: A floorplan shows a large room with eight long, cylindrical, pointed, green objects lined up on the right side of the structure. These objects are pointed toward the front of the structure. They appear to have been placed here during or immediately after the construction of the structure. They are designed to move

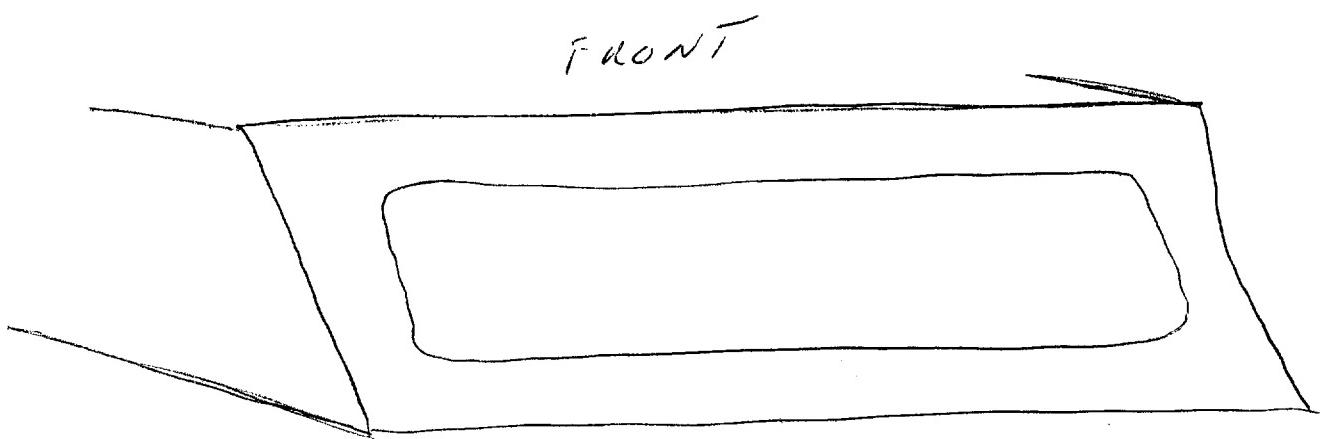
forward under their own power, and will not be replaced once they do. This structure is of cheap, simple, practical construction, and if for one-time use, only. There is a "control" room to the left rear of the structure. This room has a very thick, reinforced front wall, but the side wall is thin (impression of only one cinderblock thickness), and has a door in it, leading out to the larger room. There is a "console" inside this room which appears much like a large video game machine. When the long objects depart, they will break through the plastic front "opening". They will be sent off in order from the furthest to the nearest the control room. The men inside the control room are skeptical that the thin wall will hold, once the last object is sent on its way. There is a feeling that they may be as expendable as the building.

Sketch 4: FRONT END OF THE LONG OBJECT: The front ends of the long objects are pointed and made of rather thick metal. The exterior surface of the metal is smooth, but the interior surface is "grooved" in a criss-cross pattern. The metal acts as a shell for a dense, solid inner material which is an orange flaked dark brown in color. This material appears to be very compressed "goo". It is sticky and rubbery in texture. It gives me the impression of a high explosive warhead on a missile.

SIDE

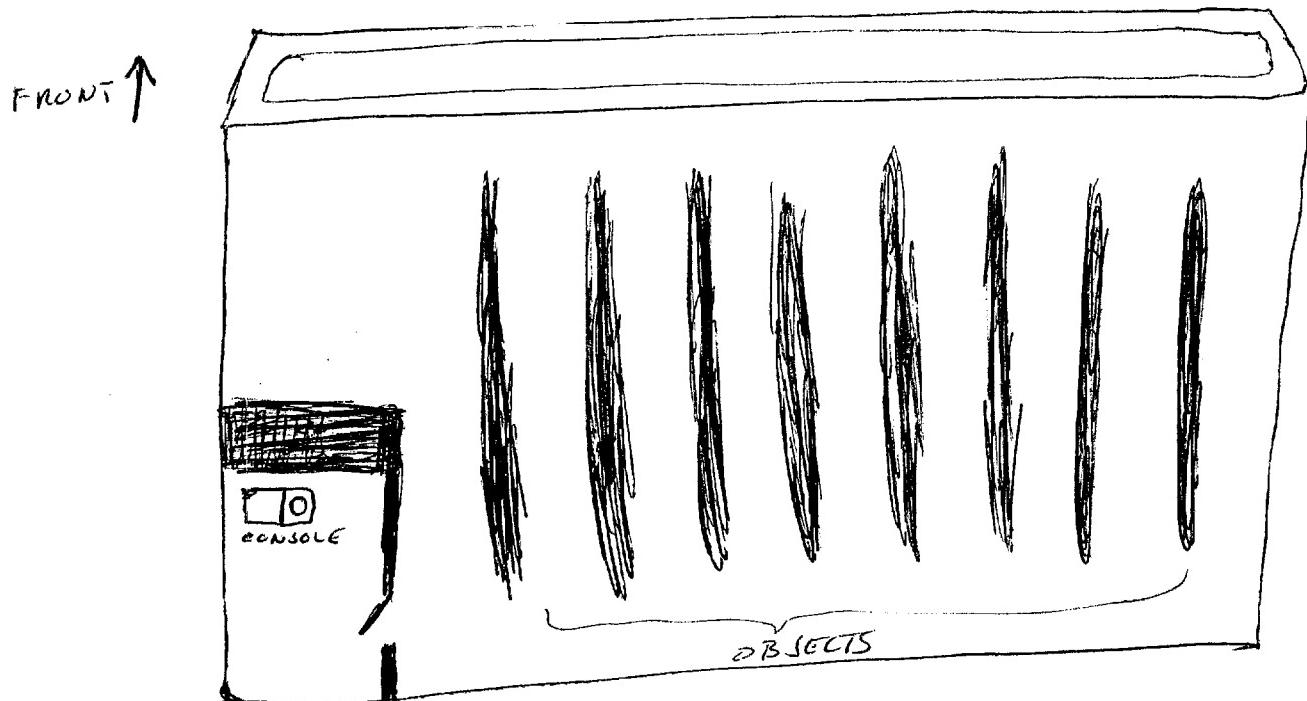


Sketch 1: SIDE VIEW OF STRUCTURE: The site appears to be a 1-story cinderblock structure with a sloping front. The structure is approximately 12' high, and 60-65' front-to-back. Width of structure not determined. The top of the structure is at ground level, and may be covered with a shallow bit of earth, making it blend in with the surrounding terrain. The ground in front of the structure is very hard, and slopes down to the structure, to look like a natural indentation in the earth. Objects inside are sloped upward toward the front of the structure (see Sketch 3, below).

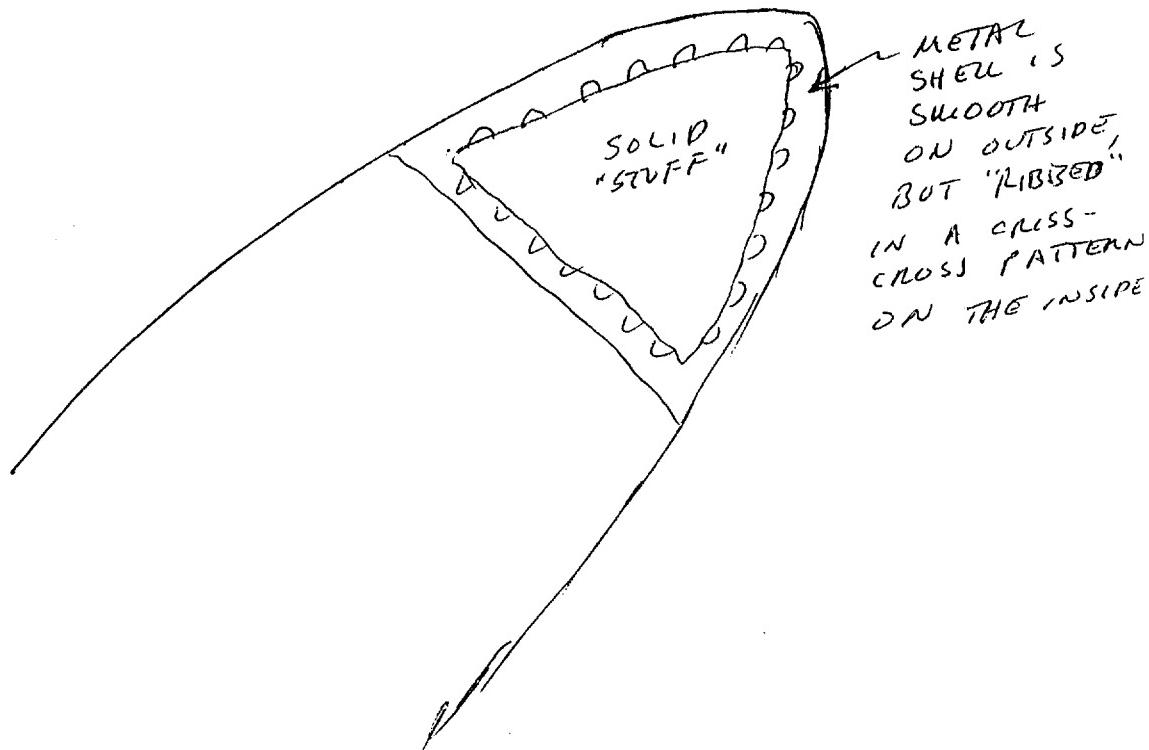


Sketch 2: FRONT VIEW OF STRUCTURE: The front of the structure is of cinderblock, with a "door" or "opening" fixed into it. This "opening" is permanent (will not open), but extremely thin. It appears to be of thin, hard plastic which has been painted with sand-textured paint. This "opening" is translucent enough to provide a soft light to the inside of the structure.

INSIDE (FROM TOP)



Sketch 3: TOP VIEW OF INSIDE OF STRUCTURE: A floorplan shows a large room with eight long, cylindrical, pointed, green objects lined up on the right side of the structure. These objects are pointed toward the front of the structure. They appear to have been placed here during or immediately after the construction of the structure. They are designed to move forward under their own power, and will not be replaced once they do. This structure is of cheap, simple, practical construction, and if for one-time use, only. There is a "control" room to the left rear of the structure. This room has a very thick, reinforced front wall, but the side wall is thin (impression of only one cinderblock thickness), and has a door in it, leading out to the larger room. There is a "console" inside this room which appears much like a large video game machine. When the long objects depart, they will break through the plastic front "opening". They will be sent off in order from the furthest to the nearest the control room. The men inside the control room are skeptical that the thin wall will hold, once the last object is sent on its way. There is a feeling that they may be as expendable as the building.



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27 JAN 91  
1011  
Fr. Morris  
ROLAND

P.I. None  
A.V. Iraq.

PT 91007

A: Acme  
smooth

UP AT  
Acme  
Bam

B:

CONFUSED MK  
FOOTES 1105  
WATER

FOR MK  
THINKING THAT IT  
YOU DON'T BE WATER.

(12)

PT 9100V

A: ACROSS  
FEET  
UP  
HAND  
NOVEL

P: LAND

A: ACROSS  
DOWN  
DOWN  
DOWN  
DOWN

B: STRUCTURE

A: ACROSS  
DOWN  
FEET  
SNEAK  
P: WATER

FOR MK  
KEY POSITION IS  
STRUCTURE

(3)

PT 91007

A: across  
wind  
smooth

B: wind

A: across  
wind  
down  
medium  
wind

B: smooth

S2:

light tan

gray

blocky

blocks

stems on top

nuggets

A: across  
wind  
nugget

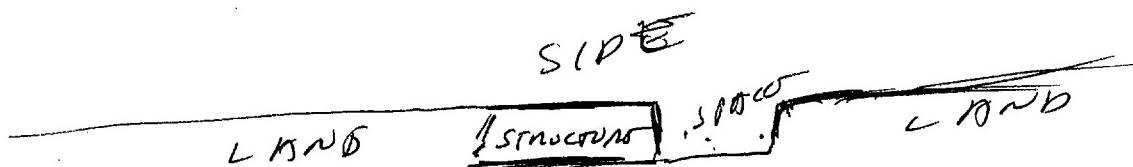
B: long

snow w/ wind

as in  
background

(4)

S2K impression THAT ONE SIDE  
 OF STRUCTURE IS EVEN WITH  
 THE SURROUNDING LAND  
 AND SK:



S2  
 SPACER

S2:

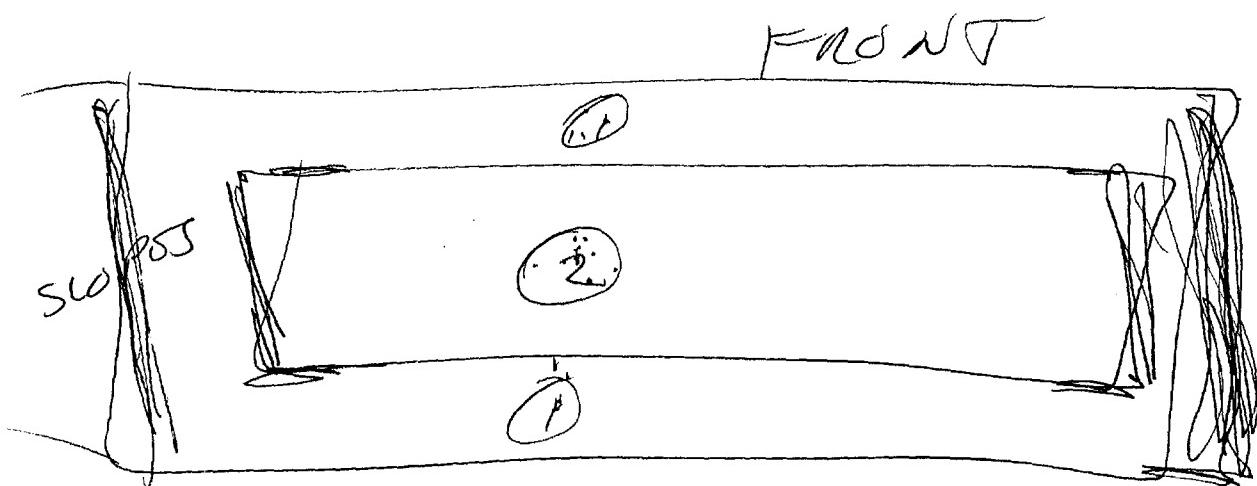
sloping

w/ DO

FAT

LOW

(S)



①

WIND  
CLOUDY  
THIN  
ROUGH  
COMMON FLOOR  
COOL

②

WIND  
CLOUDY  
THIN  
ROUGH  
COOL  
PARTLY FLOOR

(6)

(2)

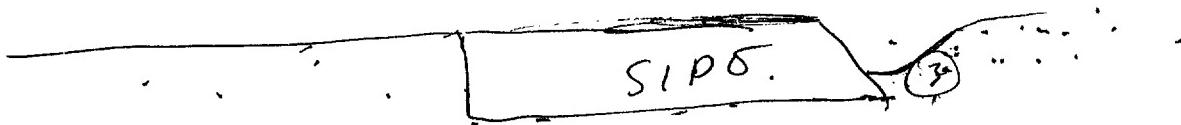
SHIMP  
CUTTINH  
NATSP HUR

(1)

FOODS LIKES CUPOND CLOCK.

(2)

HANTS  
FOODS LIKES TORTONOS POINT



(3)

WMD  
BATTLES  
STIFF  
PARADE  
RODUCT

for MK

Approved For Release 2000/08/08 : CIA-RDP96-00789R001000210001-7  
GOVERNMENT -  
LOOKING NATURAL  
SAND PAPER



AIR BMK

SUPPOSED VISUAL OF  
ANOTHER ONE OF THOSE  
STRUCTURES IN BONDOOD  
IN THE S. PO OF A  
MOUNTAIN, NE OF  
THIS ONE, \* VONG  
DISTANT. ( $\pm$  1 on 2 hours  
m. obs)

(8)

S 2 D M O T , m obs,  
(ACTIVITY)

STILL

AT ISDAK

V/I FLOORING  
NOT IN GOOD  
FLOORING

(ACTIVITY)

AT DMIC  
SOUND

N/S.

UNUSUAL OF

1-2 PEOPLE SITTING  
IN lower room  
OF STRUCTURE w/  
same v/i FLOORING.

(S)

S2 O A 7 , AR 0/3,  
(ACTIVATED)

D N O T D  
EXCITEMENT

BUSYNESS

W A T T W G

Q U I E T

N O T K N O W N G

N O T D U C T F D

V P S B S

CHOCKED / CROSS COULD NOT,

B DING TIME.

P R O T O C L E P.

Z NOOT CO

~~H E A T E~~

M A C O S  
PORK SKIN  
UNIFORMS

BONDED

AWARENESS OF OBJECTS.  
BOSING THEM.  
OUTSIDE ROOM.

(PD)

SL D M O T ( AM HS.  
 (OBJSCTS)

AM MK  
 HUGO.

(OBJSCTS)

~~HEAD~~ ROUND

LEMON

~~HEAD~~ DARK

CROWN & CAC

HORNY

54<sup>1/2</sup> FRONT PART IS VONG SOLID &  
 STONEY, ~~MIDDLE~~  
 MIDDLE IS FIRM, & CAN  
 BE PRESSED BY HAND PRESSURE.  
 BACK IS SMOOTH & HAN,

HORIZONTAL

(11)

52 0 M 07 T, AOL A/S.  
A/S.  
missed -

MULTIPOL

CHATT  
LIVED UP  
S105 BY S105

TLTOD

SCORPIATE

POLYMER ONE WDG.

A/S.

VISUR:

CONSOL

14

A/S,

"MISSICO" ~~BOAT~~ <sup>BOAT</sup> THOUGHT IT.

STRUCTURE

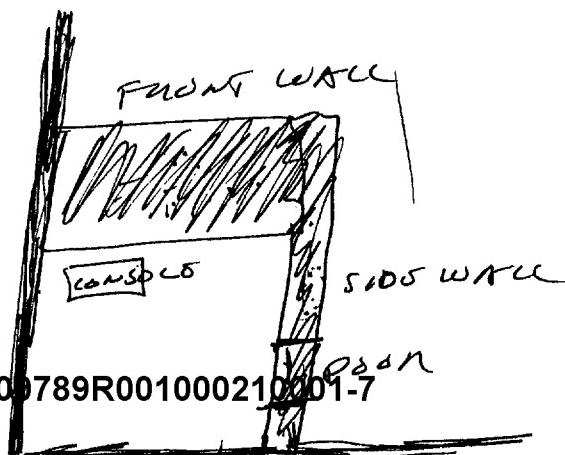
STRUCTURE  
LOW - TECH

CHOPP  
PRACTICALLY  
BAND

(ET)

WORRIED ABOUT PERSONNEL SAFETY,  
FURNITURE IS CHOPP CONSTRUCTION,

VISUAL:  
TOP VIEW  
OF  
ROOM:  
WRONG  
POSITION  
AND:



(12)

55!

NOT: consolo  
prior or monitor?

SARRE

SINCE PONSDA  
SINCE CONSOLA

BLUES

LOOKS LIKE A  
VANISHING ACT.

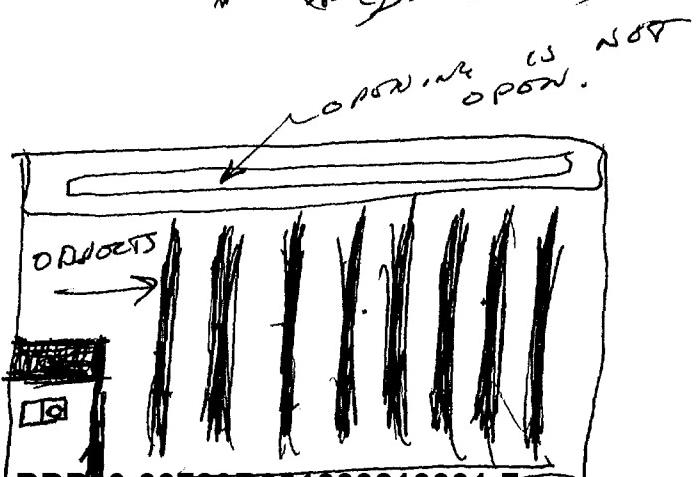
SCHOOL

LIGHTS UP

MONITOR LIGHTS.

TURNED FORWARD

TO THE STRUCTURE  
# (MISSING)



ARE SKIRT:

TOP  
VIEW  
CONSOLA →

(3)

52 ♂ M ♂ T, ROR als,  
 (coronavirus)

TH. N

TAN

54 $\frac{1}{2}$ " "opener" doesn't open -  
 doesn't move.

very thin

~~open up~~

TRANSLUCENT

54 $\frac{1}{2}$ " hard soft illumination to  
 thinner inside.

PLASTIC FOOL

TAN  
 54 $\frac{1}{2}$ " "plastic" w/ tan paint on outside

54 $\frac{1}{2}$  object of finding "misses"  
 is furthest from control room  
 FIRST, narrowest LAST.

E7:

WONPONG narrow door made before.

54 $\frac{1}{2}$  object can be moved,  
 BUT won't be. - AND BOSTON DOOR  
 TO ~~THIS~~. MOVE DIVISIONS.  
 X(1).  
 BOTH FIND.

54 $\frac{1}{2}$  THE FINDINGS OF THE 100105  
 INSIDE AND BECAUSE THEY HAVE BEEN  
 THIS BOSTON - BUT NARROW IN THIS  
 SIGHTING.

(16)

no vertical movement - low cosine

A/S, assume that these were put  
there as the structure was built -  
won't be replaced often they're gen.  
one-time effort.

[object size?]

$\pm 45'$  wide

smooth

$\pm 3'$  dimension

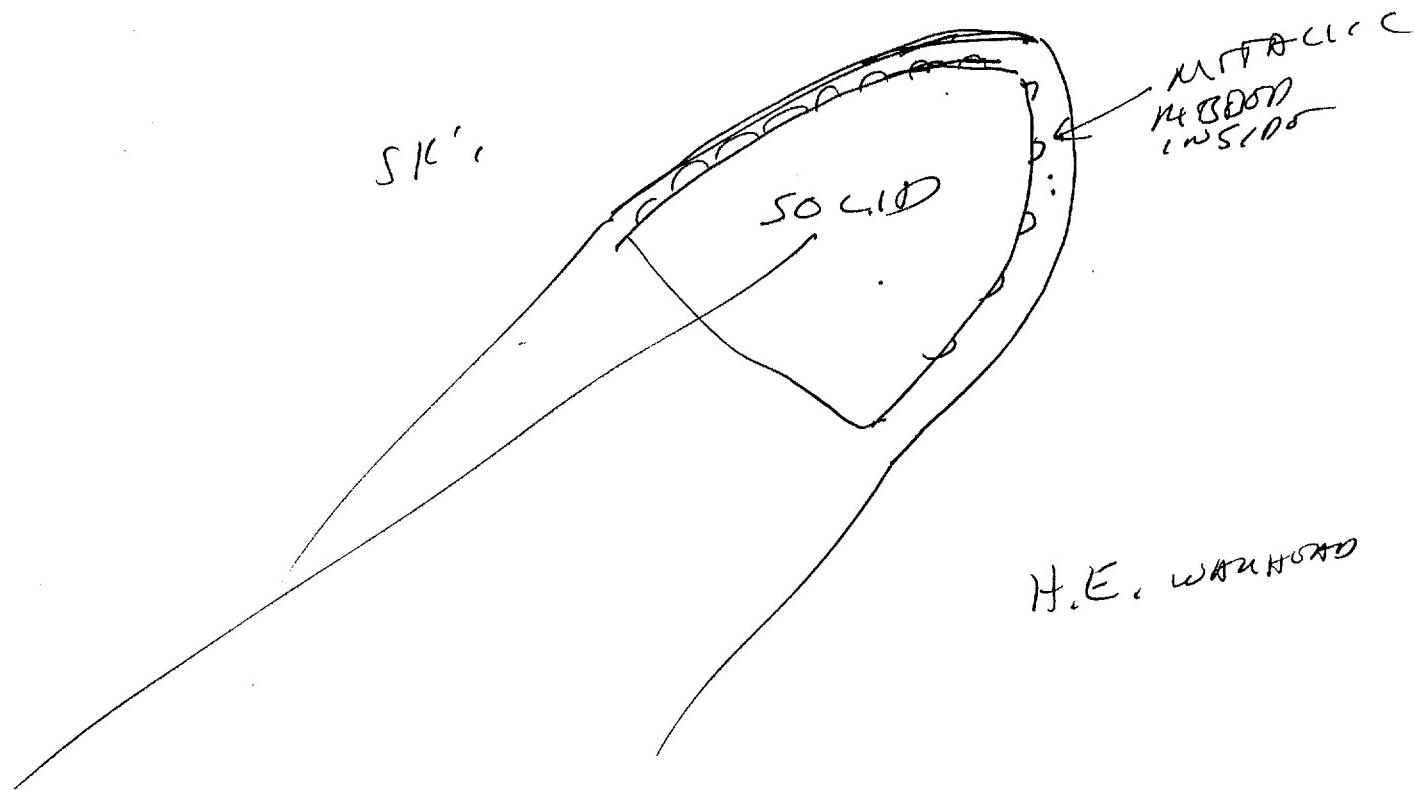
[front part?]

POINT TO  
SOL ①

(17)

~~PL~~ D m o T I acr ab,  
[Front part]

SOLID  
SOLID ON SOLID



SOLID  
COMPRESSED

GOOY  
STICKY  
RUBBISH

DRILLED SPOTS

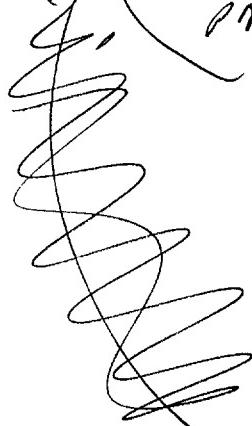
X/S.  
BITS OR DRILLED  
PORE.

(18)

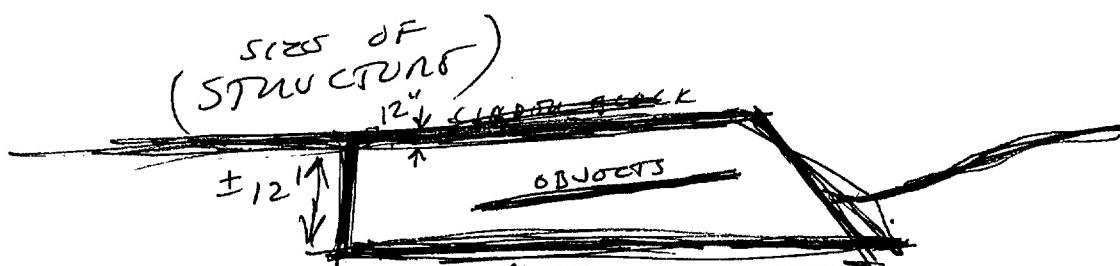
NOT MFR

AJAX + HORN  
MISSILES.

THE SOLID FUEL IN  
THESE MISSILES USES  
BONANZAS PERCENT  
PART OF ITS MAKEUP.



DARK  
BROWN  
PACKED  
STRUCT  
NO BOUNS  
SOLID.



(18)

54½ TOP OF STRUCTURE IS ~~INDISTINCT~~  
 CAN'T BE DISTINGUISHED FROM  
 SURROUNDING GROUND.

[PURPOSE?]

A/S. TO FIND MISSING.

54½ SPACE IN FRONT OF  
 STRUCTURE LOOKS NATURAL.  
 LIKES A PIT IN THE GROUND.

54½ LOOKING AROUND - NO DISTURBANCE  
 FOUND - JUST ROUGH, UNLEVEL  
 GROUND. - DRY, ROCKY  
NOT A CLOUD FAR DISTANT MOUNTAINS  
 TO ~~EAST~~, N.E. ~~WEST~~  
 SESSION 200  
 1117